



Arena District Athletic Club
 325 John H McConnell Blvd Suite 150
 Columbus, Ohio 43215
 Phone: 614-461-7785 Fax: 614-461-7788
www.ArenaAthletic.com

The Arena Athletic Club Kickball League is accepting applications from teams interested in participating in the **Co-Recreational Kickball League 2010 season**. The organization and structure of this year's league will be as follows:

<u>League Day*</u>	<u>LOCATION</u>	<u>TIMES</u>	<u>FEE</u>
___ Tuesday	McFerson Commons	6:00pm, 6:45pm, 7:30pm	\$360
___ Wednesday	McFerson Commons	6:00pm, 6:45pm, 7:30pm	\$360
___ Thursday	McFerson Commons	6:00pm, 6:45pm, 7:30pm	\$360

*Indicate 1st, 2nd, 3rd choice your team would prefer to play on. Returning teams will be given priority. Teams need to be prepared to play at all games times. Scheduling is at the sole discretion of the league.

League play will begin May 4th and will consist of a minimum of 8 regular season games along with a post season single elimination tournament for qualifying teams.

Team Name (as it will appear on t-shirt): _____

Team Captain: _____

Phone: _____ Email: _____

Eligibility and Rosters

The Co-Rec Kickball League is open to teams of men and women eighteen years and older. Rosters may hold up to 24 players. A maximum of 10 players can be on the field with a minimum of eight (8) players. Teams must field a minimum of four (4) players of each sex.

To Register:

Those who wish to enter a team must deliver this application along with payment of league fees to the Arena District Athletic Club, 325 John H McConnell Blvd Suite 150 Columbus, Ohio 43215. Fax 614.461.7788

Application Deadline: Friday April 16th

Teams for the 2010 league will be accepted on a first come first serve basis. League registration fees will not be processed until all teams are established. Any team that is not accepted will have any funds returned.

Game schedules, rules and procedures will be distributed to team captains once all teams have been established.

Season costs per Team

Base cost:	\$360(this includes 10 t-shirts)	=	_____
	\$9.50 (additional t-shirt) x _____	=	_____
	Total Payment Due		_____

Payment Options: (please print clearly and legibly)

Check (please make all checks payable to): Arena District Athletic Club

Credit Card: AX VISA MASTERCARD

_____ Expiration ____/____ 3 digit verification code# _____

For more information contact Steve LeVert, Arena District Athletic Club at 461-7785 slevert@arenaathletic.com



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2010 Adult Co-Recreational Kickball League Team Application/Roster

I hereby make application for entrance in the league and acknowledge that information provided is correct. If my team is accepted, we agree to uphold all rules and regulations of the league.

Name of Team _____

PLEASE PRINT LEGIBLY:

<u>Player's Full Name</u>	<u>Telephone</u>	<u>Email address</u>	<u>Shirt Size</u>
1 Captain	_____	_____	_____
2 Co-Captain	_____	_____	_____
3	_____	_____	_____
4	_____	_____	_____
5	_____	_____	_____
6	_____	_____	_____
7	_____	_____	_____
8	_____	_____	_____
9	_____	_____	_____
10	_____	_____	_____
11	_____	_____	_____
12	_____	_____	_____
13	_____	_____	_____
14	_____	_____	_____
15	_____	_____	_____
16	_____	_____	_____
17	_____	_____	_____
18	_____	_____	_____
19	_____	_____	_____
20	_____	_____	_____
21	_____	_____	_____
22	_____	_____	_____
23	_____	_____	_____
24	_____	_____	_____



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2010 ARENA DISTRICT Kickball League

Rules Rules Rules....

GENERAL

1. The main rule is for everyone to remember that you are playing Kickball – it's all about having fun and meeting new people! It is not appropriate to heckle the opposing team's players. Feel free to heckle your own players.
2. Please follow all posted park and city rules. **No alcohol at the fields...** save it for after the games at ***Boston's Sports Bar***.
3. All players must wear shirts and shoes.
4. **No cleats or spikes are permitted.**
5. 10 players on the field, everyone bats. Coed format – minimum 4 females in the field. A game may start with eight players (four male and four females). If a team does not have the required minimum number of players the game will result in a forfeit, unless the opposing team agrees to play. Once agreed and the game starts you can not reverse your decision. Players who arrive late can be added to a game that has already started.
6. Game time is forfeit time. No grace period exists.
7. Subs may be used so long as the opposing team is not opposed.
8. Each game is 7 innings or 45 minutes whichever happens first. A game is considered official after five full innings.
9. 20 run rule or Mercy Rule applies after 4 innings.
10. There is a limit of 20 runs per inning per team, except for the last inning.
11. Games may end in a tie.
12. The game will be called in the event of uncooperative weather.
13. Called games will be rescheduled if possible.

OFFICIALS

1. Games will be officiated by a minimum of one (1) umpire.
2. The umpire has the right to immediately change any call that they may have made. A vocal call takes precedence over a hand sign.
3. Only team captain(s) may dispute a call with the umpire.
4. The umpire has jurisdiction over the play and may:
 - a. Call time out;
 - b. Penalize a player, including game ejection, for un-sportsman like conduct. Ejected players may not return to the game and if necessary may be asked to leave the premises. **Don't Give the Umps a Hard Time – get over it!**

PITCHING/CATCHING

1. Pitcher will be permitted five warm-up pitches upon entering the pitcher position for the first time. Each inning thereafter only one warm-up pitch will be allowed.
2. **Pitches will be thrown underhand in a civil manner at a reasonable rate.** A guideline is pitching as though you are rolling it casually to a teammate. Bouncies will be allowed only within reason. It is up to the umpire to determine if a pitch is in violation of guidelines. If it is kickable by any reasonable standard, *kick the ball*.
3. The pitcher **must stay behind the pitching rubber** until the ball is kicked. Failure to do so results in a base for the kicker.
4. No player may field in front of the pitcher other than the catcher, and no player may advance forward past the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a base for the kicker.
5. The catcher must field behind the kicker and may not cross home plate before the ball is kicked. The catcher shall not interfere with the kicker in any way and shall remain in a stationary position of at least 1 yard behind the kicker until contact is made. No stepping with the kicker stride for stride. Failure to abide by this rule results in a base for the kicker.

KICKING

1. **All kicks must be made by foot, at or behind home plate.** Any lower leg contact while attempting to kick the ball will be considered a kick regardless of where it strikes the leg or foot.
2. All kicks must occur at or behind home plate. If a kicker runs up to meet the ball, no more than three steps are allowed and at no point should the kicker run past home plate. **Crossing home plate results in a strike and the kick is called back.**
3. **No Bunting is allowed!** A kicked ball that does not travel further than 1st-3rd base diagonal will result in a strike.
4. There are no designated kickers, everyone has to kick. The kicking order will consist of alternating male and female players.
5. The kicker shall pick either the left or right side of the home plate to be pitched to and the pitcher shall pitch to that side. The catcher shall remain behind the kicker.
6. Any fair kicked ball that travels outside of a reasonable area of play will result in a ground rule double. This doesn't pertain to the unlikely event of a home run kick, rather it pertains to fair balls that pass over a sidewalk, street, fence, bench ect.

RUNNING

1. Runners must stay within the baseline. Fielders must stay out of the baseline unless they are attempting to tag a runner out or catch the ball. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. **Runners unfairly hindered by any fielder within the baseline shall be safe at the base which they were running.**
2. **Sliding is allowed.**
3. Neither leading off base, nor stealing a base is allowed. Running is only allowed after the ball has been kicked.
4. Hitting a runner with the ball above the shoulder level is not allowed. Any runner hit above the shoulder is safe and advances one base.

Exceptions:

- a. If the runner intentionally uses his head to block the ball. The runner is out.
 - b. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this, the runner is out.
5. After a kicked ball in the air is caught, runners must tag their originating base before running to the next base.
 6. All ties will go to the runner. Runner may overrun first base.
 7. Only one base on an overthrow is allowed to the runner. The one base is not automatic and the runner must take the risk of being made out. The one base is only available before the play ends.
 8. There will be no designated runners.

STRIKES/BALLS

1. A count of three (3) called strikes constitutes an out.
2. A strike is:
 - a. A pitch that is missed by the kicker.
 - b. A kick occurring in front of home plate.
 - c. A ball that is kicked in foul territory.
 - d. A kick that does not travel past the 1st – 3rd base diagonal.
3. **There are no balls in kickball!** There are no walks. Each kicker must attempt to kick any ball that is pitched to their designated side of the base and that is within reason. No prolong waiting or picking of the “perfect” pitch is allowed. Anyone wasting too much time runs the risk of being penalized by the umpire. The umpire may warn the kicker, then give that player a strike if the player doesn’t attempt to kick the ball.

FOULS

1. One foul equals a strike.
2. A foul is:
 - a. A kick landing out of bounds. The foul is determined by where the ball lands not how it travels to get there. A kick landing in bounds then traveling out of bounds is in play.
 - b. A kick landing inbounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an inbounds fielder is automatically in play).
 - c. A “bunt” rolling out of bounds before reaching first or third base.
 - d. A ball that is “tipped” while being kicked but continues to travel behind the kicker.
3. Remember any caught foul is an out. Also, any pop-up foul that is attempted to be caught then is dropped by the fielder is in play if contact is made with the ball before it hits the ground and the **kicker and other base runners may advance but are not required to do so.** Any foul that hits a tree or other outside object is a dead ball and not eligible to be caught for an out. The ball remains foul.

OUTS

1. A count of three outs completes the team’s half of the inning.
2. An out is:
 - a. A count of three strikes;
 - b. A runner touched by the ball at anytime while not on base;
 - c. Any kicked ball (fair or foul) that is caught before it hits the ground;
 - d. A ball tag on a base to which a runner is forced to run;
 - e. A failure to have the required minimum number of females in the kicking order. If four females are not present to kick, then each time that position in the line comes up, the umpire shall assign one out. It is the duty of the team captain to make the umpire and the other team aware of when that position is coming up.
 - f. Kicking out of order;

BALL IN PLAY

1. Once the pitcher has the ball in control and is on the mound, the play ends.

GHOST MEN

1. Ghost men are not allowed.

RANKING SYSTEM

At the completion of each week’s games points shall be awarded. This, along with a team’s win/loss record will help determine the rankings among conferences. Because of everyone having a bye week at different times during the season, the rankings are not final or official until the final week of the season after each team has had the opportunity to play the same amount of games. Tie breakers: head to head, runs against, runs scored, coin toss.

3 points	A win
1 point	Tie
0 points	Loss

Tournament

The top 5 teams from each conference based on total points + one wild card team (the next highest point team after the top 5) will compete in an end of season single elimination tournament to determine the ultimate ADKL Champion.



RESTAURANT & SPORTS BAR

The official watering hole for Arena District Kickballer's.

Happy Hour specials extended until 11pm

15% off food orders

All specials apply to those wearing their kickball t-shirt